

FIG. 1

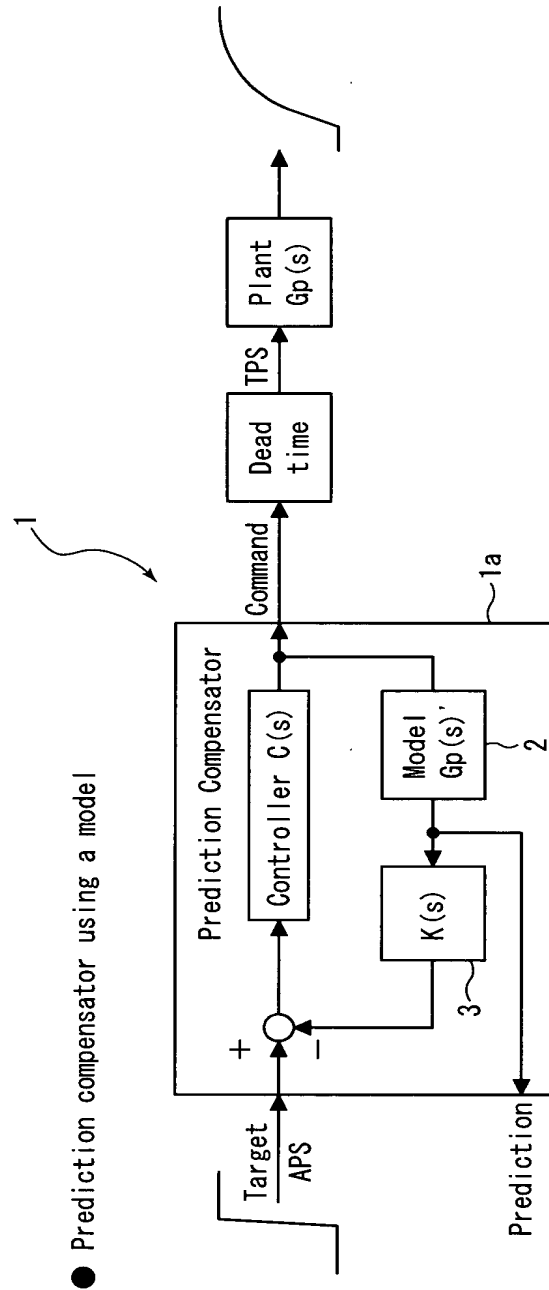


FIG. 2

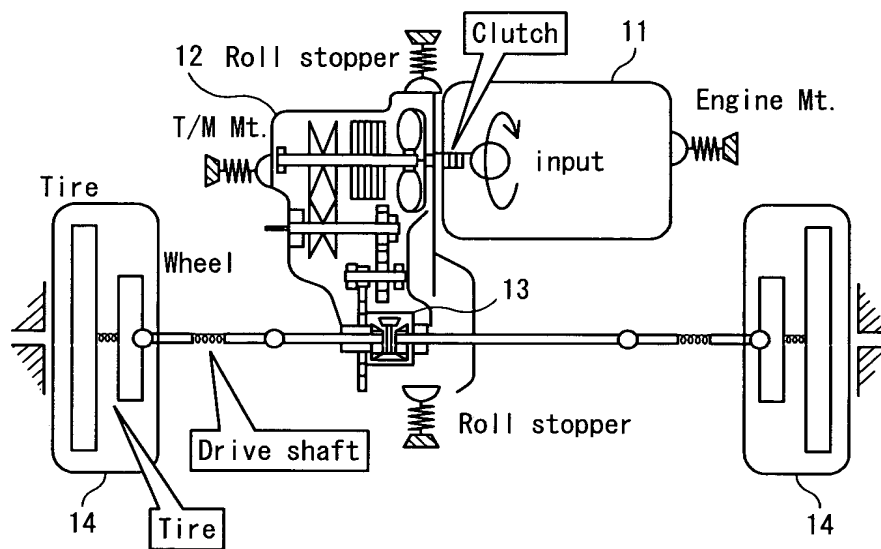
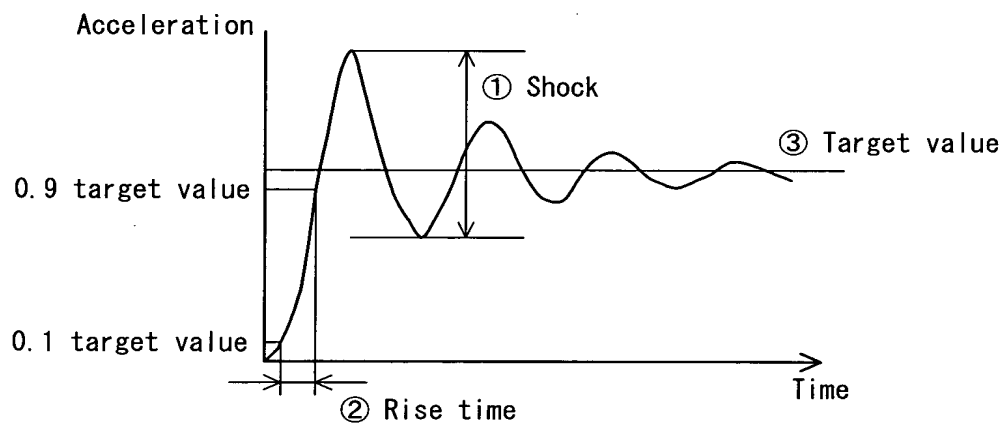
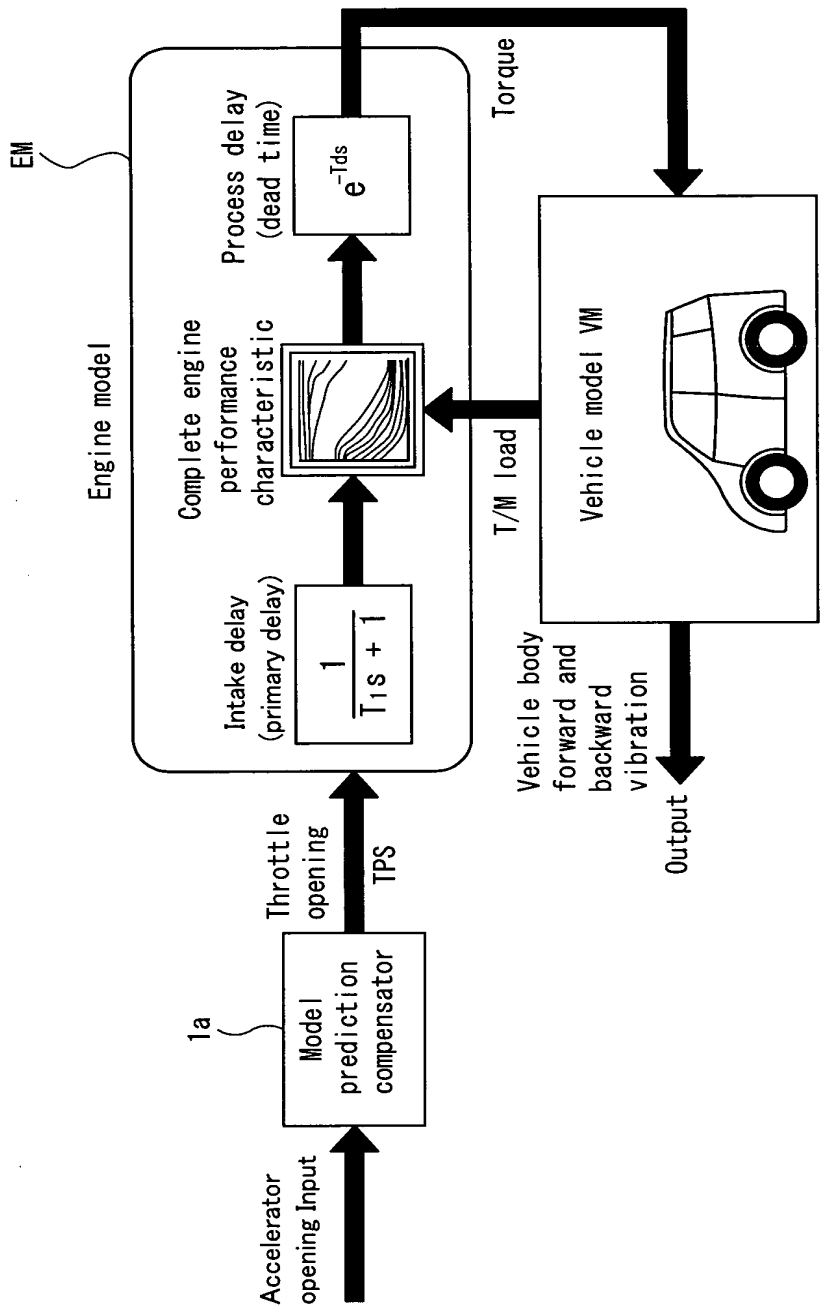


FIG. 3



Determination of a target acceleration

FIG. 4



Outline of a simulation model

FIG. 5

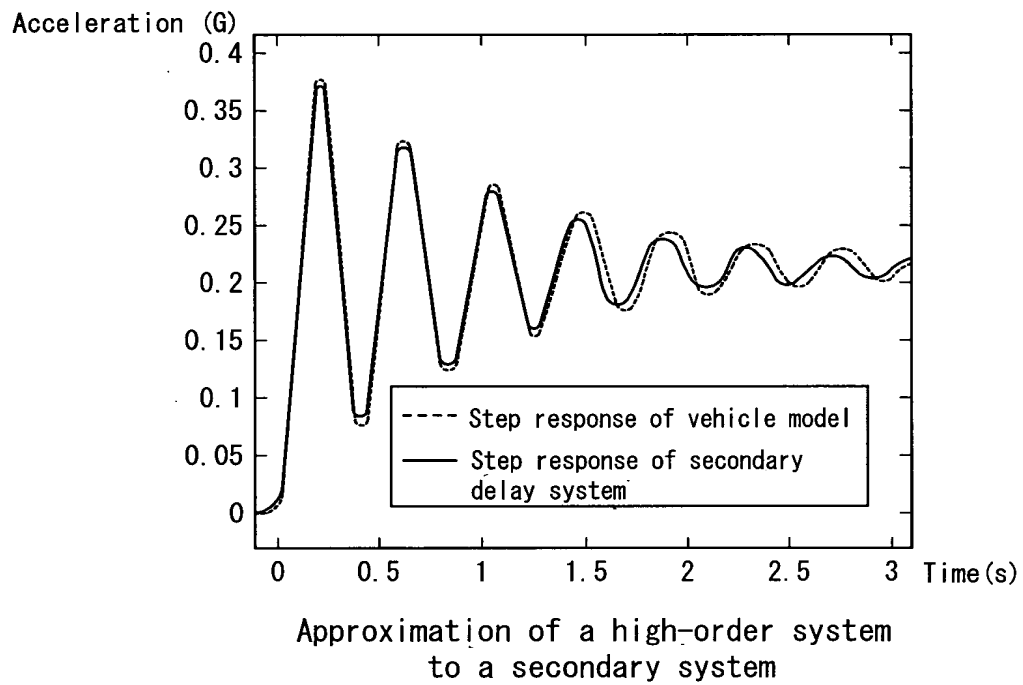


FIG. 6

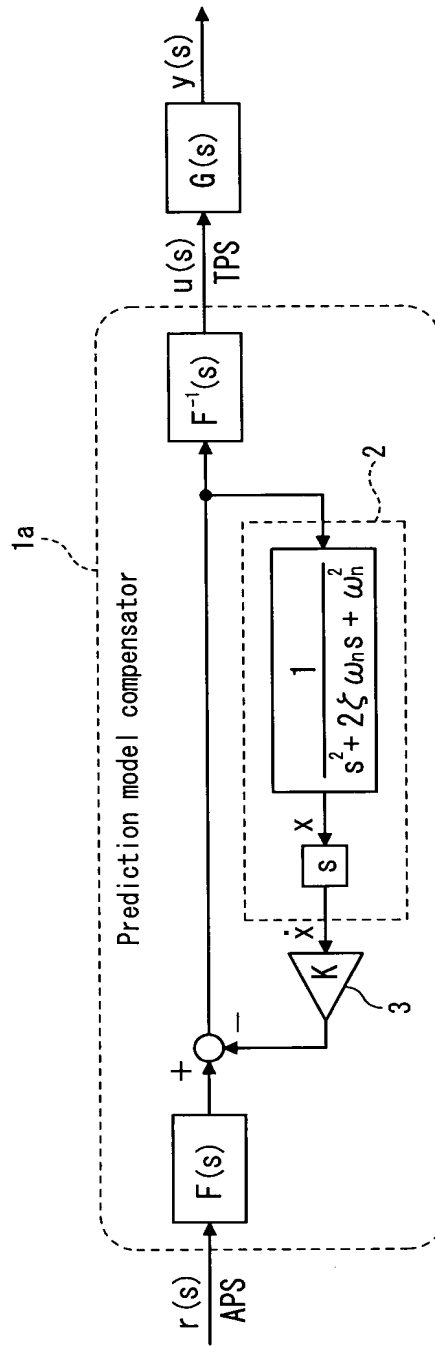


FIG. 7

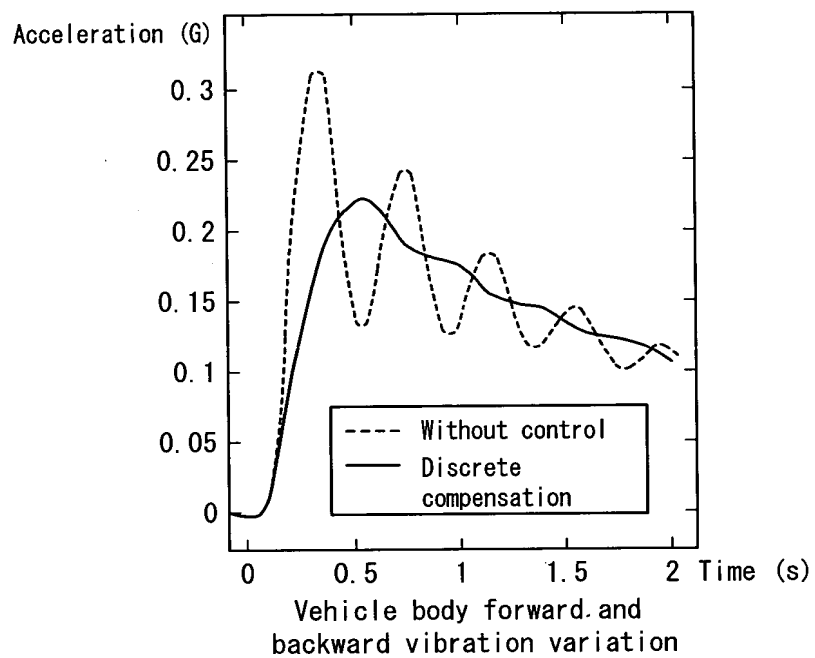


FIG. 8

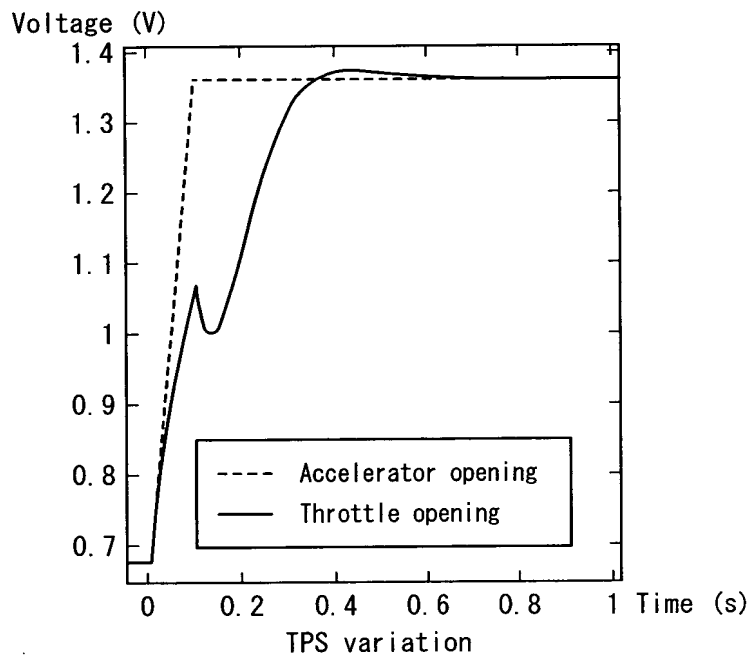


FIG. 9

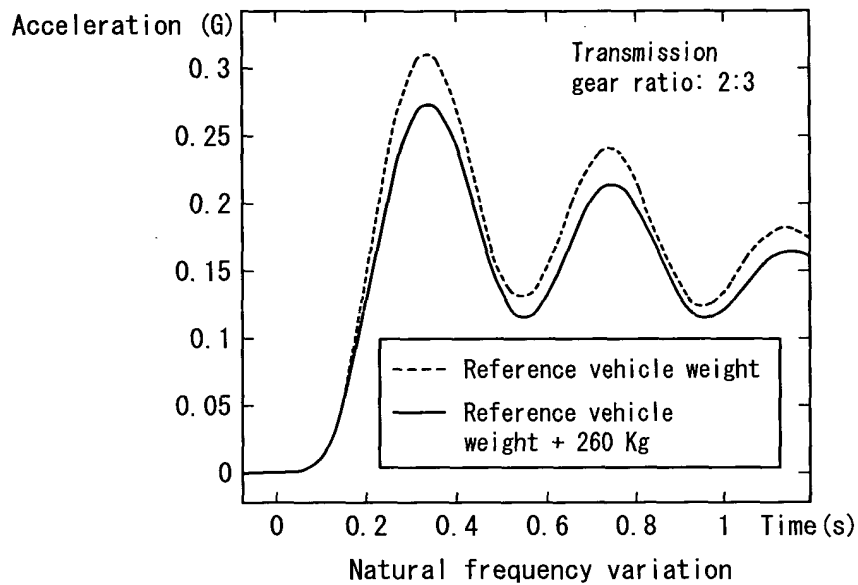


FIG. 10

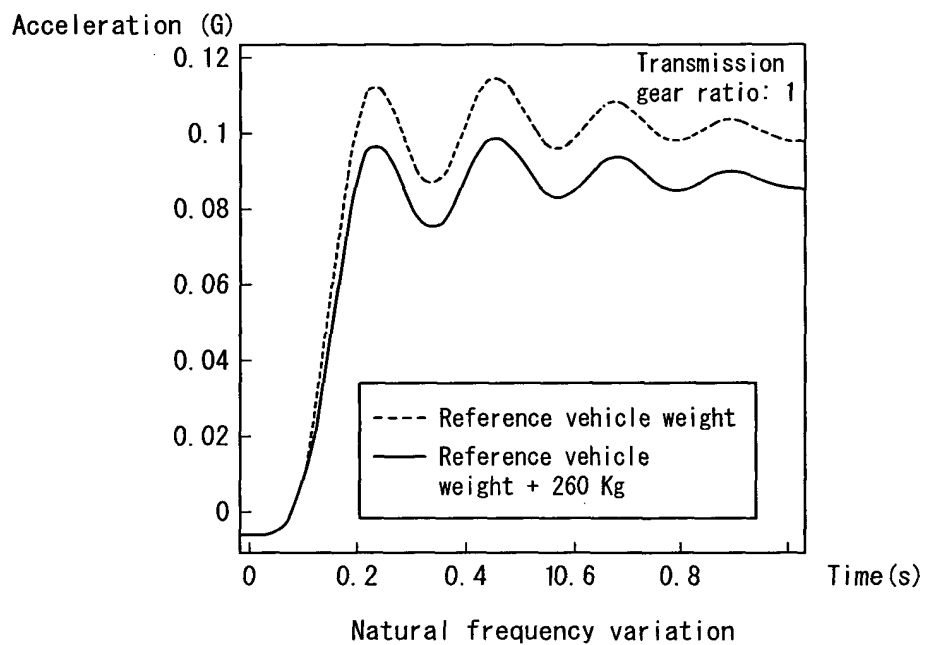


FIG. 11

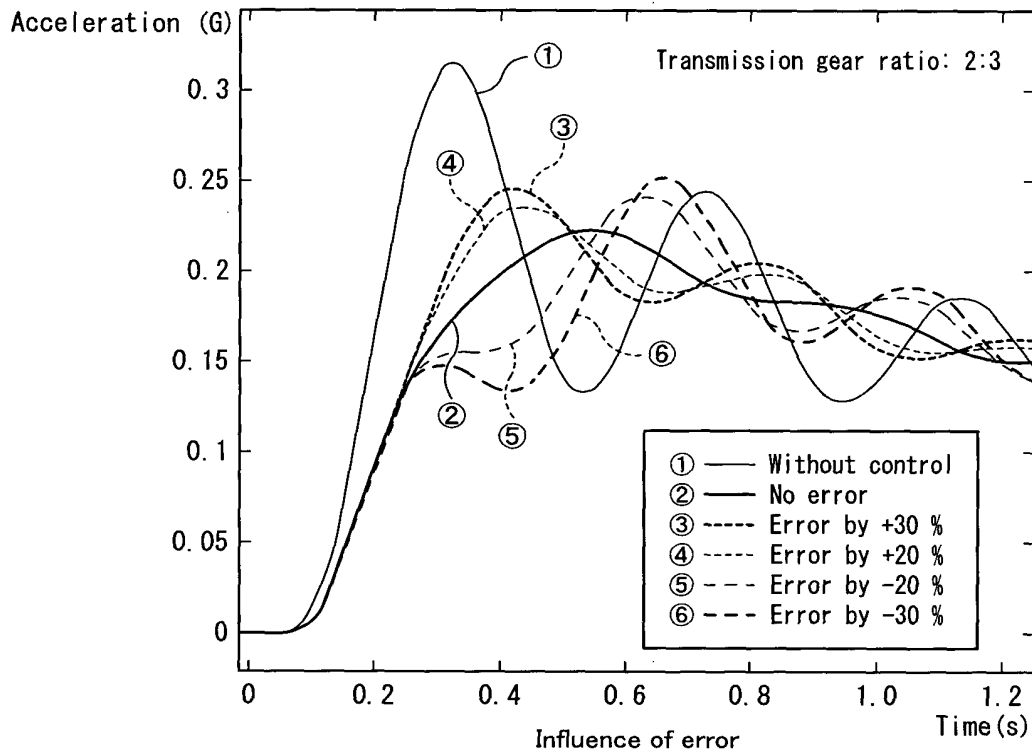


FIG. 12

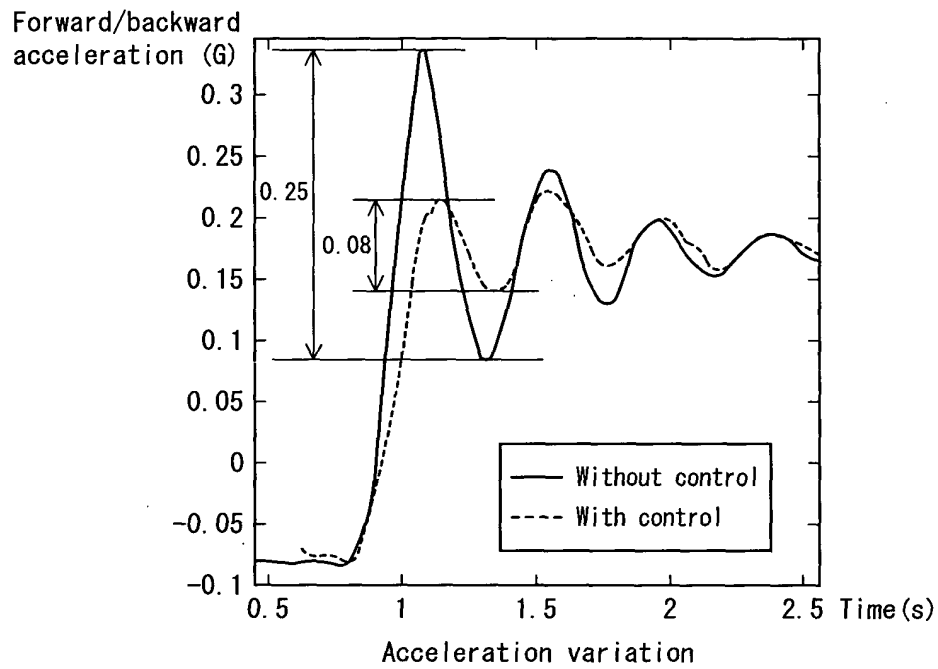


FIG. 13

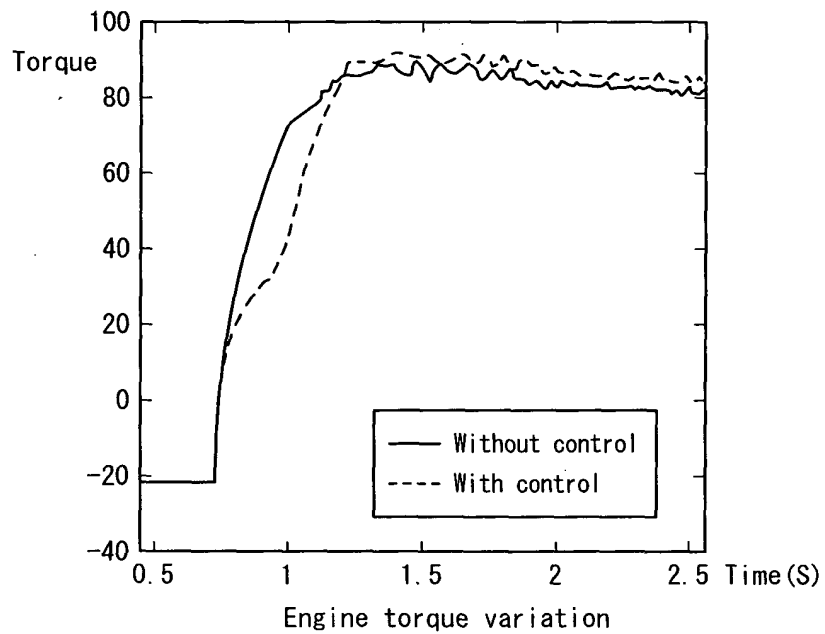


FIG. 14

©K map 1: the gain k varies in response to the speed of the on-line model

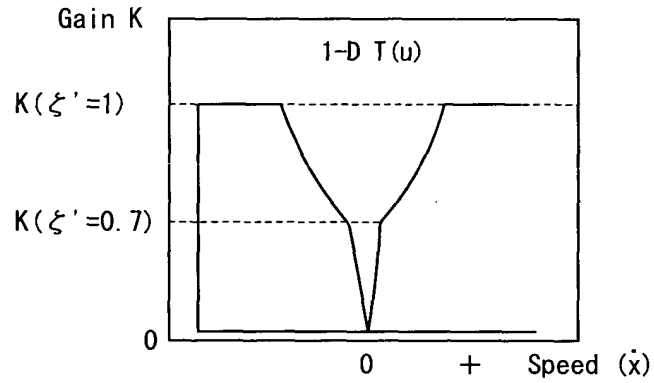


FIG. 15

© K map 2: K map 1 + presence of a dead zone

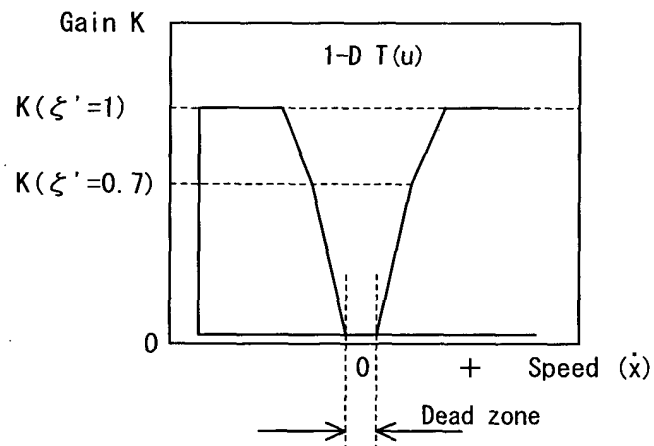


FIG. 16

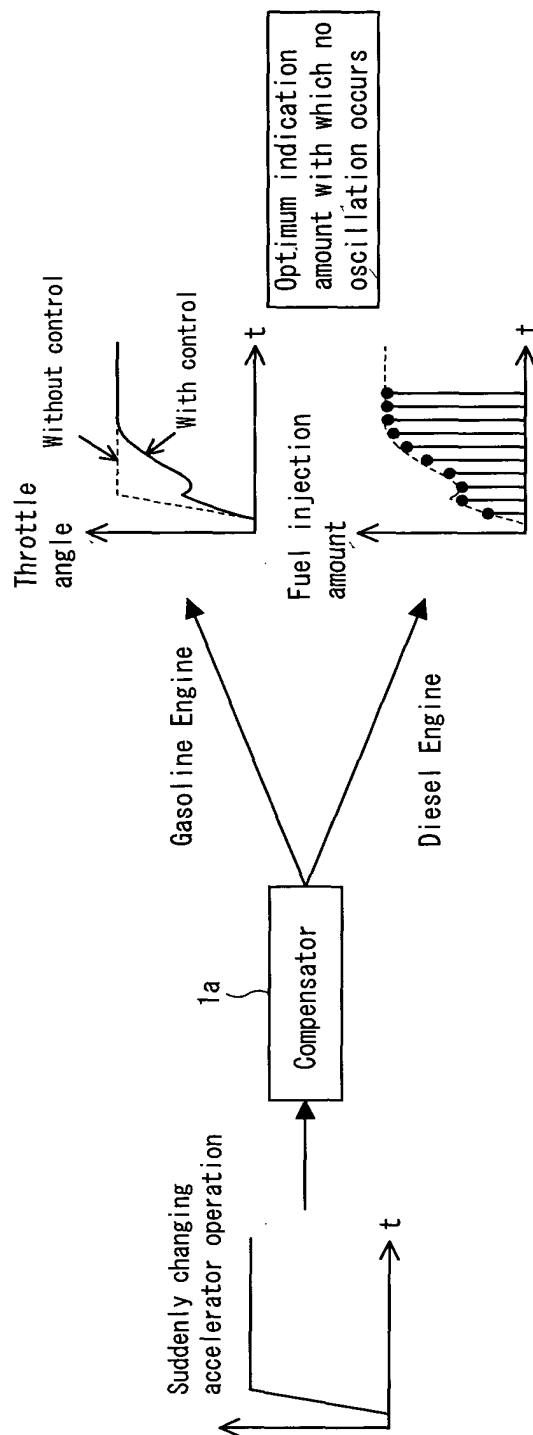
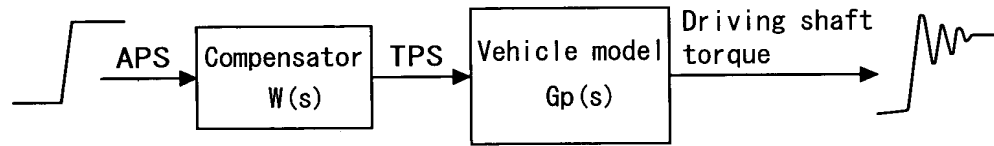


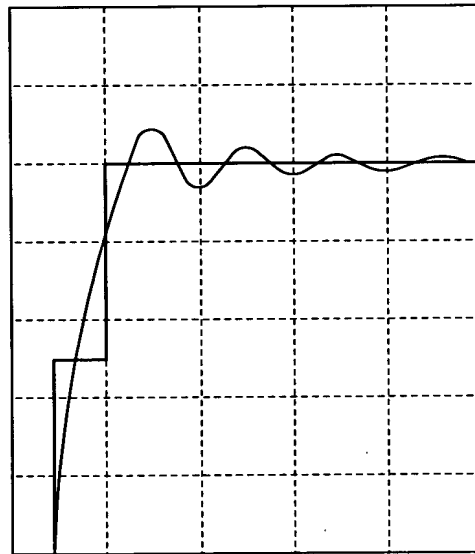
FIG. 17



$$G_p(s) = \frac{K \omega_p^2}{(s^2 + 2\zeta_p \omega_p s + \omega_p^2)}$$

$$W(s) = \frac{\omega_m^2 (s^2 + 2\zeta_p \omega_p s + \omega_p^2)}{\omega_p^2 (s^2 + 2\zeta_m \omega_m s + \omega_m^2)}$$

FIG. 18



Vibration suppression
 by a two-stage step instruction